SNK

NEOGEO POCKET

**NEOGEO POCKET software cartridge**

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

## GREETINGS!

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment. Keep this user's manual in a safe place.

※Be aware that certain game specifications and the contents of printed materials may have been changed for product improvement.

## CONTENTS


PROLOGUE ..... 3
CHARACTERS ..... 4
CONTROLS ..... 5
GAME FLOW ..... 6
STARTING A NEW GAME ..... 7
PLAYING THE GAME ..... 8
WEAPONS ..... 10
BATTLE MODE ..... 11
CREATURE INTROS ..... 12
SAVE ..... 13




## PROLOGUE

The Dark Realm...
The dark world where the misshapen creatures and ghouls live.
To obtain the powerful living weapon of legend, soldiers have infiltrated the dark region to seal a contract with The Master, the enigmatic ruler of the underworld.
But the final price these humans shall pay has yet to be realized....

# CHARACTERS

## The Beast Buster

The fearless Beast Buster, solver of mysterious incidents and weird phenomena.

Gung-ho and stubborn to a fault, he doesn't know the meaning of the word "quit." But due to a certain childhood trauma, he struggles to recall valuable memories of things past.

## Joyce Slade

The mysterious girl who befriends Beast Buster in Dark Realm.

## The Master

The foul fiend who belongs to the ruling class of the evil world, Dark Realm.

A collaborator with the military who has raised the powerful living weapons known as "Arm," and provided information to humans. But the true motives behind his actions remain a mystery.



# CONTROLS

| | |
|---|---|
| JOYSTICK | Cursor movement for item selection/ Character movement |
| OPTION BUTTON | Pause (Push again to resume play) |
| A BUTTON | Determine item selections/ Attack/Talk to characters |
| B BUTTON | Cancel item selections/ Change equipment |

# GAME FLOW

You, who have dared to venture into the gloomy world of The Dark Realm, must work from The Master's House wherein The Master resides, and conquer the 4 areas of this region to obtain powerful Arm weapons. In The Master's House, you can also change and raise Arms as well as save game data.

MAP SCREEN

THE MASTER'S HOUSE SCREEN

PREY SELECTION SCREEN

MAIN SCREEN

EQUIPMENT SELECTION SCREEN



# STARTING A NEW GAME

**1.** Insert the' DARK ARMS~BEAST BUSTER 1999~ ' software cartridge correctly into the NEOGEO POCKET or NEOGEO POCKET COLOR and turn on the power switch.

**2.** When the switch is turned on, the opening demo will play.(You can skip the demo by pressing the A button.) When the demo finishes, the Title screen will be displayed. After pressing the A button on the Title screen, select the desired mode from the following.

〈Story Mode〉 Begins the main tale of Beast Buster.
〈VS Mode〉 Begins a two-player battle mode with the use of the NEOGEO POCKET LINK CABLE (sold separately).
〈Option〉 Enables the adjustment of various settings during game play.

## ~OPTIONS~

〈Options〉 Select this mode to choose from the following items below.
〈Beast reference book/Weapon reference book〉 Enables the viewing of created Weapons and captured prey, etc.
〈Initialize〉 Deletes saved data.

## ~Beginning Games~

After selecting "Story Mode" and pushing the A button, the "BEGIN" and "CONTINUE" icons appear on the screen. Select "BEGIN" when playing for the first time. After selecting this icon, a demo sequence begins, and The Master will ask your name. Select letters with the joystick and enter any name of 6 letters or less.

## ~Starting Games from "CONTINUE"~

When resuming a game, select "CONTINUE" and push the A button.

# PLAYING THE GAME

## ~The Master's House Screen~

Your base of operations in the dark world is The Master's House.
Pass through the Map Selection Screen from here to enter battle on the Main Screen.
Choose from the following commands.

- A Calls up the Raise Weapon Screen.
- B Enables equipment changes.
- C Offers info and hints about Weapons.
- D Exit from Menu Screen.

## ~Map Selection Screen~

Displays the map to the entire realm of Dark Realm.
There are 4 main areas in Dark Realm.
Your mission is to conquer each of these areas.
To retreat from an area, you can return to The Master's House by going back to an area's entrance. Enter and leave conquered areas as you please...or as you need! Ha, ha, ha!

※Day and night phases occur in all areas. In the day or at night, the Beast Buster's messages, etc., will vary.
You can switch action from day to night and vice-versa by returning to The Master's House.

## ~Main Screen~

LIFE/Shows remaining life energy. Game play ends when the gauge goes empty.
POW/The energy of the Weapon currently in use. Gauge power decreases when you push the A button and use the weapon. When the gauge goes empty, the weapon cannot be used for a while. (If the A button is left unpressed, the power of the gauge returns gradually.)
CATCH/Shows the number of prey captured for Weapons.
WEAPON ICON/Shows the Weapon currently in use. Push the B button to change Weapons.

## ~Weapon Icon~

An Weapon for capturing creatures. Defeat enemies with this Weapon and capture them as prey.

The Weapon currently in use. Three types of Weapons can be carried simultaneously.

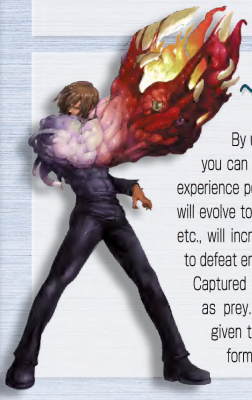
## ~Prey Selection Screen~

Select nourishment for your Weapon from captured prey. The higher the P (Power) level of the prey you give to your Weapon, the more it will grow. And based on types of prey, you can add certain attributes to an Weapon, such as fire and water to name a few.

# WEAPONS

## ~'Seeds' and 'Oums'~

Weapons are brought to life by introducing an "Seed" parasite, the essence of an Weapon, into an "Oum," or egg of the living weapon. In each area, when you obtain "Seeds" and "Oums," use these to make new Weapons at The Master's House.



## ~Raising Weapons~

By using Weapons and defeating enemies, you can obtain experience points. When these experience points reach certain levels, the Weapon will evolve to a higher level and its attack strength, etc., will increase. By using a "CATCHER" Weapon to defeat enemies, you can capture them. Captured enemies can be given to an Weapon as prey. When a certain amount of prey is given to an Weapon, it will evolve into a new form with altered abilities.



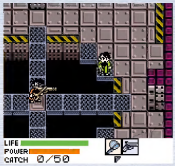
# BATTLE MODE

### ● Items Needed ●

NEOGEO POCKET (or NEOGEO POCKET COLOR) ····· 2
"DARK ARMS ~BEAST BUSTER 1999~" software cartridge ····· 2
NEOGEO POCKET LINK CABLE ····· 1

After correctly inserting a " DARK ARMS ~ BEAST BUSTER 1999~" software cartridge into two NEOGEO POCKET (or NEOGEO POCKET COLOR) main units, and connecting these with a NEOGEO POCKET LINK CABLE, turn both main unit on. When the Title Screen appears on both screens, select "VS MODE" and push the A button.
※Before you can enjoy playing games in "Battle Mode," you must make an Weapon and save the data in the "Story Mode."

A battle mode wherein you select a special stage and continue to play with another player until one of you is struck down. Take this mode on with the most powerful Weapon you've created. But because there are certain Weapon affinities -- e.g., an A Weapon is strong against a B Weapon and weak against a C Weapon -- you should note that the strongest Weapon may not necessarily always win.



# CREATURE INTROS

On your way to conquering the 4 areas of Dark Realm, you'll encounter some frightful fiends remarkable for their brutality and power. Here are two of these...

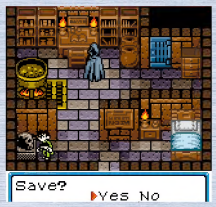
## ~DEMON~

Banished to the bowels of a cave, this huge creature is one evil, ugly bag of bones. This is the form Dark Realm's once great Supreme Master. After breaking his covenant with the humans and attempting to imprison their living souls in Dark Realm, he was in turn imprisoned along with his mummy henchmen in a cave by Raison the sage.

## ~VAMPIRE~

Ruthless entities known as "Nobles of the Night." They once walked the earth, and at this time found pleasure in the fear humans that seized humans in the blood-suckers' terrible presence. They now get their kicks attacking the residents of "Dark Realm."

# SAVE




Stand in front of the "Skull of Memory" inside The Master's House and push the A button.
Doing this saves game data up to this point.

MEMO

Distributed by
**SNK CORPORATION**
SNK BLDG., SUITA-SHI, OSAKA, 564-, JAPAN

©SNK 1999

NEOP0045

REPRODUCTION
PROHIBITED

NEOGEO POCKET are trademarks of SNK CORPORATION.

PATENTS PENDING.